JON BRAZER ENTERPRISES

CREATURES OF DISTANT WORLDS

Compendium 1

TRAVELLER
Compatible Product

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Introduction

When I first picked up the Traveller Main Rulebook, my first question after reading it was, "Where are the zombies?" All games, in my humble opinion, needs zombies. They work in every genre. From *Halo* to *Army of Darkness*, from the *Zombie Hunter* manga to *Shawn of the Dead*, zombies show their decomposing faces around the world and in past and future time periods.

The first Traveller campaign I ran had the players encountering creatures such as radioactive spiders the size of their ship and mutated humans, dripping with ooze and puss. Some in my group were seasoned players and had never seen bizarre creatures so frequency and with this much variety. Surprises like these made them feel as if they were exploring a whole new setting, even though it used the locations they had known for over a decade.

This book was created to help you make your game feel new and alive. This book contains 30 brand new creatures that can exist anywhere in any setting. No one ever knows what creature was smuggled past Imperial patrols or which one stowed away aboard someone's cargo bay. Were they placed there intentionally to help bring down a local government or by the government to have its military display their might as they thwart this "unknown" menace.

And yes, there are zombies.

Using This Product

Each of the creatures detailed within possesses the following sections

- Description,
- Combat Tactics,
- Ecology and Habitat,
- Sector Nothart, and
- Stat Block

The **Description** details how a creature appears. Some detail how a creatures varies depending on size, type or environment.

The **Combat Tactics** describes how the creature attacks. This section remains critical to make life difficult for the players. With each creature behaving different, it keeps one creature from feeling like another, turning them all into bag of "hit points" to be killed.

Every creature has a lair unique to its kind. Whenever the players track a creature to where it sleeps, the Referee need to know what they will encounter. The **Habitat and Ecology** section tackles this section. Also, this section details the kinds of worlds and environments the creature frequently inhabits.

Sections labeled **Sector Nothart** detail the dangers these creatures represent, providing plot hooks to be used in your own adventures. Descriptions of mysteries, religious impacts, economic implications and social significances can be found here. Further details of the setting detailed will appear more in future supplements.

The **Stat Blocks** detail each creature with several variations. The tables contain the creatures' characteristics, skills, armor, attacks, and any other features that may change between different variations. Instinct is abbreviated as Inst. The Melee skill presented, unless stated differently, is Melee (natural). The Attack column shows the creatures' characteristic DM and skill added together with the damage in parenthesis. Any additional skills common to all variations or other abilities reside below the tables.

Enjoy the Creatures of Distant Worlds.

Ants

Description

Among the variety of insects that spread among countless star systems, few ever showed the destructive power of the legions of ants. Regardless of size, they all possess the same basic appearance: six legs, three body sections, compound eyes, antennae, mandibles around their mouths, and a thick exo-skeleton.

Despite these similarities to their Earth-bound cousins, different environments changed these insects over the centuries. Some larger varieties wield strength great enough to damage fighters and small scout ships while swarms of smaller ants devour medium and large size creatures in under a minute.
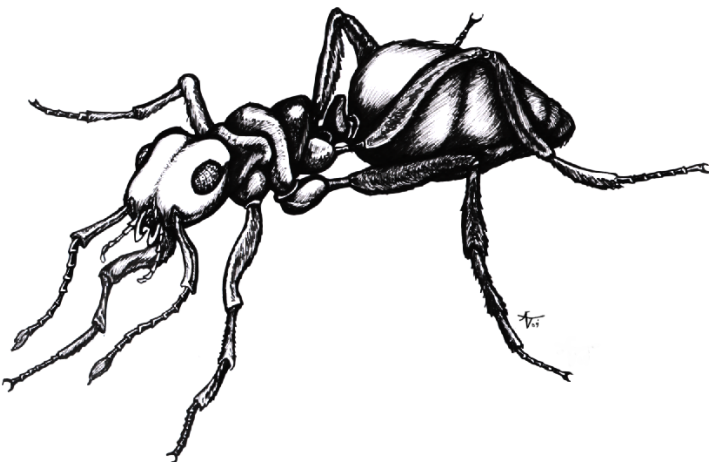
Combat Tactics

Ants follow the orders of their queen and act as a single unit when together. This makes them quite intelligent when in large groups or near their home. Unfortunately for them, the larger the ants get, they reproduce slower and stray further away from their homes. This makes larger ants rather clumsy and slow to respond to potential dangers. Most huge ants fail to defend themselves early in a lethal fight.

When scouting around for food, ants seldom travel alone. Encountering the quantity listed in the table represents the number of ants looking for food. Even though they seldom attack unless provoked, they remain a easy to provoke. Destroying the entrance to their lair or attacking a scouting party will draw reinforcements quickly. Typically, the number of ants that respond to such a provocation is about five times the number listed below.

Their main attack is a bite. Should the ant (or ant swarm) successfully bite, they may make a free grapple attempt. If their target remains grappled until the ant's next turn, the ant receives a +2 DM to biting the target again. Every time the ant successfully bites, it eats a little piece of its target, represented by the damage dealt. Because of the pain, the target receives a cumulative –2 DM to all actions that require concentration until the wound is medically treated.

Ecology and Habitat

Ant colonies live in almost all environments. Even the harshest, coldest environments possess ant colonies. However, ants grow larger in warmer climates. Tropical worlds with a large food supply frequently house large and huge size ants.

Ants typically live in locations where they can tunnel such as underground, inside the walls of buildings, or within some kind of soft cargo on a warm launching pad. Ants do not frequently live aboard space stations because of the lack of locations to tunnel. Those that do tend to be found near the cargo sections.

Size	Str	Dex	End	Int	Inst	Pack	Number	Melee	Damage	Movement	Armor
Swarm	6	2	15	3	12	14	1d3 swarms	3	1d6	1.5	0
Small	10	5	9	3	10	12	3d6+1	0	2d6	6	2
Medium	15	9	14	2	4	9	2d6	1	2d6+1	9	4
Large	23	7	22	2	2	5	1d6+2	1	3d6	15	5
Huge	41	3	36	1	1	2	1d3	2	4d6+1	15	6

Additional Skills Engineer (construction) 2, Survival 1, Tactics 0 (Swarm only)

Swarm A swarm of ants is about a square meter in size but is close to the ground. Instead of granting a –1 DM to strike the swarm, double the range penalty (if any). Area effect weapons (i.e. flame throwers, explosives, shoes) inflict twice their normal damage; all others deal max 1 point (since a few ants were killed, the rest of the swarm remains unharmed).

Ice Goliaths

Description

These creatures of snow white fur blend into the landscape around them. Standing between three and four meters tall, ice goliaths appear vaguely humanoid but possess razor sharp claws and fangs. Additionally, they sport skin flaps under their arms which affords them greater jumping control and the ability to glide from cliffs or high trees.

Combat Tactics

Ice goliaths roam their territory and guard it from other predators. Searching their lands for signs of intruders, they watch from the tops of mountains, great trees, or any other high point in their territory. They prefer to jump on top of their competitors, knocking them down. When facing multiple targets, they hurl rocks from high above their foes, weakening them before a full frontal assault.

Stealth proves key to their hunting techniques. When they discover signs of intruders, they quietly work their way ahead and wait until the intruder walks within striking distance. Occasionally, ice goliaths knock over trees or cause rock slides to make a passage uninviting, diverting the intruders down a path of the ice goliath's choosing. Once headed down the chosen path, the ice goliath uses the terrain to their advantage, trapping their prey inside.

Ecology and Habitat

Ice goliaths prefer the rocky mountainous regions of ice worlds. Warmer world variations possess thinner fur while still living in the planet's colder regions.

They prefer rocky caves and holes in ice formations. Some ice goliaths carve out their own icy dwellings from crevices in ice banks, but few perform such a laborious task when more suitable dwelling present themselves. Those that do tend to be become the leaders among ice goliath society.

Females and males demonstrate equal hunting ability, similar levels of aggressiveness, and share the same tactics. By contrast, the females appear better at stealth while males demonstrate better melee prowess.

Sector Nothart

Iguani military command classified ice goliaths a minor threat with orders to attack as necessary. Individual soldiers, however, use these creatures as target practice. Humans and furbar units see the opportunity to seek out ice goliaths and attempt peaceful relations. Despite little progress reported, Dr. Megran Blackdiamond holds out hope, believing that such relations can be established, giving their side an additional advantage. She works with insurgency groups on frigid worlds to further this goal.

Roughly ten percent of all systems in the sector report the presence of ice goliath or similar creatures. Few scientists believe this to be a coincidence. Theories about a common ancestor with either furbar or puurstarians abound, but no proof exists in public knowledge.

Climate	Str	Dex	End	Int	Edu	Soc	Athletics (Coordination)	Melee	Stealth	Armor	Attack: Bite	Attack: Claw
Snow	17	6	15	4	2	5	2	1	2	1	+4 (2d6)	+4(2d6+1)
Warm	18	8	11	6	3	8	3	2	3	0	+6 (2d6)	+6 (2d6+1)

Additional Skills: Recon 2, Survival 2

Movement Per Round: 7.5 m, Jump 9 m

Jump Angels and Jump Demons

Description

Many that spend much of their lives travelling jump space tell tales of creatures living within. While they vary greatly, these stories tend to focus around one of two distinct types of creatures: a graceful, beautiful and unaware creature referred to as a jump angel or a foreboding, dangerous creature that chases any living creature it can find dubbed the jump demon. The stories tell of both angels and demons possessing wings and gliding through physical objects such as a ship's hull. Jump angels' scales possess a radiant green or light blue hue; a jump demons' smooth skin appears both dark violet and deep red. While none can ever record one of these creatures, drawings by those that encounter such creatures never depict eyes or a mouth. Tales tell of the demons feeding by flying through a living creature. Many that experience such a pass through collapse dead; those that survive feel weak, as if part of their soul had been ripped out. Jump angels by contrast do not appear to notice when they fly through a living creature. Those that live tell a similar tale as those that experience a jump demon attack.

One other commonality is that jump angels and demons appear to be beings of pure energy. Physical weapons do not hurt these creatures; energy weapons appear to have their normal effect on such creatures. Even a lit match appears to do greater harm than bullets and blades.

Combat Tactics

Jump demons fly through a ship seeking out its prey. Once it chooses its prey it does not stop until it flies through its target. These creatures fly through cargo containers, hulls, engines, and anything else that may stand in their way between them and their prey.

By contrast, jump angels appear to migrate through a ship taking no notice of those they fly. One type of creature jump angels always attack are jump demons. Tales of encountering a jump angel and a jump demon together remain rare.

Ecology and Habitat

Jump angels and jump demons live in the dimension a ship enters when it uses its jump drive. All stories of trying to keep one of these creatures in the ship until it returned to normal space failed. The creature dissipates along with the alternate dimension when the ship reenters normal space. Changes in atmosphere or a lack of an atmosphere do not appear to affect them.

Sector Nothart

More than a handful of humans owe their freedom to these creatures. The crew of the Humble emerged from jump space without its iguani officers. When the ship reaches the puurstarian starbase Paledran, the free human colony ignored the crew's wild tale. Instead the colony advisor publicized a story of their cunning plan and fast wit that won them their freedom.

Type	Str	Dex	End	Int	Inst	Pack	Fly Speed	Melee	Armor	Attack: Fly Through
Angels	5	8	10	10	9	4	6 m/round	1	Special	-1 (1d6)
Demons	7	9	6	9	12	3	9 m/round	2	Special	+0 (1d6+1)

Additional Skills Recon 3, Stealth 1, Survival 2.

Armor Jump angels and demons remain unaffected by all physical weapons. Such weapons pass right through them unimpeded. Instead, any energy weapon or concentrated energy source does inflict damage. A simple broken wire will not inflict serious harm upon these creatures. However, passing through an energy conduit adversely affects them.

Attack All damage inflicted by both jump angels and jump demons heal at the normal rate.

Special Movement Can fly through solid objects.

Krakodaran

Description

At first glance this creature resembles a giant sea turtle, possessing a head, fins and tail emerging from a hard shell on its back. Closer inspection reveals the creatures possesses head and tail similar to a dragon or a dinosaur. Its heavy shell weights it down, requiring it to vigorously push water behind it with its scaly fins. A young krakodaran measures 2 meters long, an adult measures around 5 meters, while an elderly krakodaran measures 8 meters or longer. Its most common color is green with dark green stripes. Various breeds range in color from blue to violet with similar darker shaded stripes. Those native to deeper regions of the sea possess a dark shade of grey.

Combat Tactics

The krakodaran prefers to chase its prey and wears it down with repeated sonic attacks before using its bite to finish it off. Sonic attacks use the Dex DM + Recon to aim since the krakodaran needs only to look at it target and shout. When within personal range, a krakodaran snaps at the target and tears off bite size chunks. They primarily feed upon similar sized sea creatures but have been known to eat organic ocean vessels. Krakodarans rarely hunt large metallic submersibles but have done so when hungry enough. Even though they do not routinely attack underwater cities, many cities on an ocean floor tend to have aquatic defenses should the need arise.

Ecology and Habitat

Krakodarans live underwater but lay their eggs on land. Groups (or 'pods') sleep communally in underwater caves but prefer to hunt solo. Most pods live in warmer waters. Relatively few breeds possess colder climate adaptations. Each pod occupies their own territory, extending up to several hundred square kilometers. In oceans teaming with life, krakodaran pods require a much smaller hunting area. Bloody feuds have been observed involving pods attempting to expand their territory.

Sector Nothart

Furbar scientist recorded remarkably few differences between krakodaran pods, both socially and biologically, across the sector. The majority of those differences tend towards environmental adaptations. Krakodarans on colder worlds like Kalendraden and Finsk swim slower and have thicker layers of skin while those on Parakleese appear to have evolved an additional stomach, allowing them to process the rocks it picks up when it feeds on ocean floor life. Furbar followers of Rogendred see these similarities as a sign of the creature's importance and consider the krakodaran to be sacred.

Size	Str	Dex	End	Int	Inst	Pack	Melee	Recon	Armor	Attack:	Attack: Bite
Med	12	6	15	3	4	7	2	4	1	4 (2d6)	4 (2d6-1)
Large	17	3	20	2	6	10	4	7	3	6 (4d6+1)	7 (2d6)
Huge	21	2	24	1	6	12	5	9	5	7 (5d6+2)	10 (3d6+1)

Additional Skills: Athletics 0, Seafarer 2, Survival 3

Sonic Attack: The krakodaran sonic affects all targets in a straight line. It uses Recon to hit its target. This attack possesses the range of a thrown weapon. All damage listed is for Close range; each range increment beyond Close loses 2d6 damage. Medium size krakodarans cannot attack at Medium range or further. Sonic attack only works under water.

Movement Per Round: Swim 12 m (Med), 16.5 m (Large), 21 m (Huge)

Necro-Soldiers

Description

Possibly the most gruesome type of walking dead, necro-soldiers combine the mind of a machine with the body of dead human. Whether an autonomous robot or a remote-controlled drone, the computer core interfaces with the body's existing nervous system to carry out its programming. Necro-soldiers are neither slow nor mindless. They move at speeds comparable to living beings and move with a single purpose: to be soldiers that do not feel pain, require sleep, nor posses a conscience.

Even if standard battle drones constitute a sleeker design, necro-soldiers possess several advantages. The greatest advantage is the terrifying and demoralizing effect of being hunted by one's own fallen comrades. Also necro-soldiers require few suspicious parts to be smuggled into an area. Cursory scan by customs inspectors describes the computer core as simply that, computer equipment. Typical installation requires medical equipment, but this does not require a sterile environment since the subject is already dead. The computer's electronic-neural interface draws power directly from the host's body. This gives necro-soldiers another advantage over standard robots which require recharging. More advanced versions possess the ability to search out a new host body when its current host no longer functions and can transfer itself over without additional assistance.

Combat Tactics

At TL 8, necro-soldiers tend to act as basic infantry except they do not talk nor require sleep. They possess only the most basic of programming and cannot carry out tasks more complex than simple attacks. While the operator sees what the necro-soldier sees, they possess no specialized software to assist in locating specific items or persons. Their only form of attack is a melee attack with their hands. Typically, their creators attach razors or other sharp metal objects to make these attacks more deadly. Controlling these creatures require a Difficult (-2) Edu based-Remote Operations check.

By contrast, TL 10 necro-soldiers possess some primitive interactive software and Expert programs. The computer possesses sufficient processing power to quickly discern objects and wield weapons. Despite their additional cost, these models remain in wider use than the TL 8 varieties since they can fire a gun or similar ranged weapons.

TL 12 and 14 built necro-soldiers carry out detailed tasks akin to special forces units. Costing substantially more than TL 8 and 10 versions, these units possess artificial intelligence freeing them from a remote operator. Besides attacking, they can interrogate a target and use that information to adjust their strategy. Combining that with

the ability to leave a host body when it takes excessive damage and seek out and take over another body means a small group of these creatures present a near indestructible force. Seeking out a new body leaves the core vulnerable and constitutes its greatest weakness.

Regardless of the tech level, necro-soldiers need to feed to produce energy for the computer. The computer draws it power directly from the body's nervous system thus requiring fuel. Necro-soldier programming requires them to hunt down sentient creatures for this purpose as well as causing terror.

Habitat and Ecology

These creatures do not exist in nature and as such do not possess a native habitat. Organizations ranging from corporations and militaries to well-funded para-militaries produce these creatures to carry out operations and instill fear into their foes. Larger organizations tend to produce these in mass numbers in lab-factories. Small organizations smuggle a few computer units into an area and steal a corresponding number of bodies from a local morgue or recent battlefield before installing the computer core.

Most civilized worlds refuse to have anything to do with this technology or anyone that chooses to use it. The few that use this technology tend to wield their power through fear. Its prohibitively high cost means that few non-governments possess the resources to keep any in regular operation. Para-military organizations compensate for this by activating necro-soldiers only when needed. They store the computer components in hidden locations during the intervening times, safeguarding them from investiga-

tors. Some mega-corporations keep this technology handy, but most prefer either hiring living being or employing standard combat drones.

By in large, necro-soldier technology remains the purview of government-sponsored militaries or mercenary groups that specialize in manipulation and inciting fear among their adversaries. Underground terrorist groups remain the only other sizable group that pursue this technology. How such groups obtain this technology is a matter of serious investigation on some worlds.

Sector Nothart

Admiral Hitztak used over one thousand necro-soldiers as Space Marines to massacre everyone onboard four refuge ships: Aurora, Merciful Stargazer, Swift and Orange Sun. Despite being jammed, the crew onboard the Aurora managed to get off a distress signal. They broadcasted to everyone within the parsec the brutality that the necro-soldiers used upon helpless civilians.

An iguani cult, Followers of Senaro, used necro-soldiers on fellow iguani. Making sure to grab the attention of the media, they hoped to demonstrate how brutal some in their military are and awaken the populous to demand more control. Despite the arrest of the cult members, the Council of Elders and the Council of Prosperity now debate the issue at some length. The military also debates their actions incase the councils decide to act.

Puurstarian High Authority made owning necro-soldier technology illegal centuries ago. Finding the technology at the port station of Razraveeres, however, proves an easy task. The price of such components increased in the past several months due to recent scarcity. Records of these sales remain off the vender's official books.

TL	Str	Dex	End	Int	Edu	Soc	Melee	Gun Combat	Recon	Armor	Special
8	10	4	6	N/A	N/A	N/A	0	N/A	N/A	1	Claws and Armor
10	6	10	7	N/A	N/A	N/A	1	0	0	1	Weapon Capable
12	8	6	5	5	10	5	2	1	1	0	Seek New Host
14	8	6	5	6	14	8	3	2	2	0	Electroshock

Physical Characteristics Despite the body of the living creature possessing physical characters at 0, the necro-soldier does not require the physical body to be alive in order to function. The operation required to install the computer components may also require the reconstruction of nerve, bone and muscle tissue to properly function. Additionally, certain types of death leave the cells in perfect working order, allowing the computer components full physical operation with minimal reconstruction. TL 12 and 14 computers possess self-installation programs allowing them to search out corpses with minimal wounds. They cannot repair the body itself and as such possess lower physical characteristics. Physical characteristics above represent the minimal acceptable for the computer to enter. When all three characteristics reach 0, the body absorbed excessive damage for it to continue functioning in any capacity.

Hull 0, **Structure 1** Regardless of the body's status, the computer continues to function. It can collect data and transmit it back to its operator or other sources. Targeting the computer is separate from the body and can only be done once all of the body's characteristics reach 0. Treat this as a Tiny creature (-1 DM to hit due to size).

Claws and Armor Necro-soldiers of TL 8 and 10 typically have sharp metal objects attached to their fingers, giving them a 1d6+1 damage melee weapon. At TL 8, melee is for natural weapons only; TL 10 can use the attached claws or choose other melee weapons (see Weapon Capable). Both TL 8 and 10 possess subdermal armor added during the component installation; TL 12 and 14 necro-soldiers do not possess these qualities since the computer self-installs.

Weapon Capable: At TL 10 and above, necro-soldiers possess skills Melee (any) and Gun Combat (any). TL 10 remains limited to the operator Remote Operation skill or the Expert-like program of the necro-soldier, whichever is lower. TL 12 and 14 possess actual Expert programs and intelligent computers allowing them function as normal robots.

Seek New Host: At TL 12 and 14, the computer core can leave a host body and seek out a new corpse to take over. These cores use a series of small tentacles to pull itself out of one of the body's ear and seek out a new host. The core at this point has only its Structure to protect itself.

Electroshock: At TL 14, the necro-soldier shocks a creature that it grabs or attacks with a metal melee weapon, dealing an additional 1d6 damage. Electroshock requires an hour to recharge.

Traits: The computer core is considered Tiny; the host body is Medium size. Integral System (cyber-neural interface), Integral System (Intellect/TL 12 and 14 only, various Expert programs)

Additional Skills: A TL 8 necro-soldier does not possess any expert skills; its melee skill represents the computer's ability to tell the hand to slap something. TL 10 and above possess Expert programs as listed above.
TL 12 Computers/1
TL 14 Computers/2, Interrogation/3

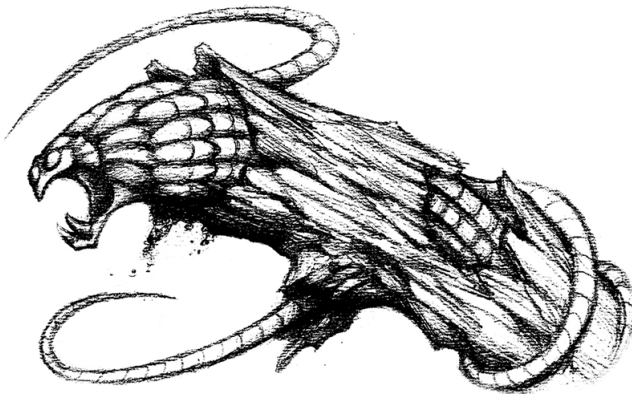**Movement Per Round**: 6 meters

Paskrin

Description

Frequently described as a tentacled rat, these armored rodents bite and gnaw their way through building walls and ship hulls, searching out fuel lines and energy conduits. Their hunger is not for the fuel or electricity, but the material this type of tubing frequently is made out of. The few studies conducted show that paskrin prefer tubing with fuel actively flowing through it to any other meal.

Despite measuring less than thirty centimeters long, these creatures quickly become a costly menace and represent the bane of any ship-board engineer or mechanic. Those living in space for generations possess less developed muscles due largely to a lack of natural predators. In their original environment, Paskrin appear slightly larger and possess more muscle development than their city or space-dwelling kin.

Combat Tactics

Paskrins run from any kind of direct confrontation. With many predators, these rodents hide at the first sign of danger. Only when backed into a corner do they attack, but given a little time they would sooner gnaw their way through the corner.

Their tentacles help them to climb at amazing rates. This speed aids to both evade and searching out sources for food. Paskrins almost never eat from the outer edges of equipment but prefer the inner core where the machine parts and tubing comes together in a tight compact area. This makes it difficult for predators to eat these creatures. It also makes it difficult for engineers and mechanics to repair the chewed systems. Drives and system failures tend to happen at the worst possible moment and require a part that a crew does not have handy.

Ecology and Habitat

Former residents of caves and dark tunnels, paskrins' food supply moved from underground to within the cities. Due to mining efforts, these creatures followed their food supply into larger cities where highly refined meals await the creature's dining pleasure. In this environment, they make their nests in the crevices under buildings or inside trees.

Paskrins pose a large threat to the crew of a ship or those on a space station. With a near limitless number of hiding places to make their nest, repair crews can search for months with little to show. These pests have been known to eat small holes in the outer hull, venting air into the vacuum of space or the pocket dimension of jump space. Occasionally space farers report these creatures on large asteroids with an atmosphere. Also there is one alleged report of these creatures being inside the stomach of a giant space worm. Requiring a foolish crew to fly inside and being lucky enough to escape, the validity of the report remains a matter of much speculation.

Sector Nothart

Besides being a nuisance, these creatures tend to be utilized as a weapon by various resistance movements. The Crimson Resistance on Makja routinely sneak these creatures aboard iguani patrol ships before performing an operation. Others choose to wait for an important event. The prefect of the underground city on Ryladoon trains hundreds to obey his instructions, waiting for a large enough operation to release them all on their oppressors.

Native Environment	Str	Dex	End	Int	Inst	Pack	Athletics (Coordination)	Melee	Recon	Stealth	Attack: Gnaw
City	2	6	3	9	13	4	3	1	1	2	-1 (1)
Space	1	7	4	7	8	10	1	2	0	3	+0 (1)
Underground	3	4	6	12	6	9	2	2	3	1	+1 (1d6)

Additional Skills Streetwise 3 (City and Space varieties only) Survival 3 (Underground varieties only)

Size Tiny (-1 DM to hit) **Armor** 1

Movement per Round 3 meters, Climb 6 meters

Sand Cobras

Description

With light brown scales, sand cobras blend in well with the surrounding environment. Their long fangs and forked tongue strike fear into their prey. Typical young sand cobras measure 1 meter long while adults easily reach 25 m. Their outer scales possess a firmness and a smoothness akin to sand smoothed rock.

Despite possessing eyes, their eyesight remains notably poor. They can feel movement up to 50 meters away using a vibration sense.

Combat Tactics

Sand cobras prefer to borrow through the sand, moving towards vibrations and strike from below with a single bite. Young sand cobras rely on their small size to both hunt and avoid predators. When hunting as a pack, they use the element of surprise to inject their prey with venom and repeatedly hurt them until they can no longer fight.

Having learned how to hunt, older sand cobras no longer require a large pack nor an ability to hide. Instead, they search for food either alone or in pairs. Upon striking, sand cobras gain a free grapple attempt. Once grappled, the target gets pulled under the sand and suffocates shortly thereafter.

Ecology and Habitat

Preferring warm places with frequent vibrations, young sand cobras tend to make their homes near settlements and oases. As they grow in size, they need more space and move out to more open desert lands.

Even though they are closely associated with desert worlds, sand cobras frequently populate the beaches of water worlds. With a greater source of food in a smaller area, these creatures reproduce much more rapidly in these types of tropical environments.
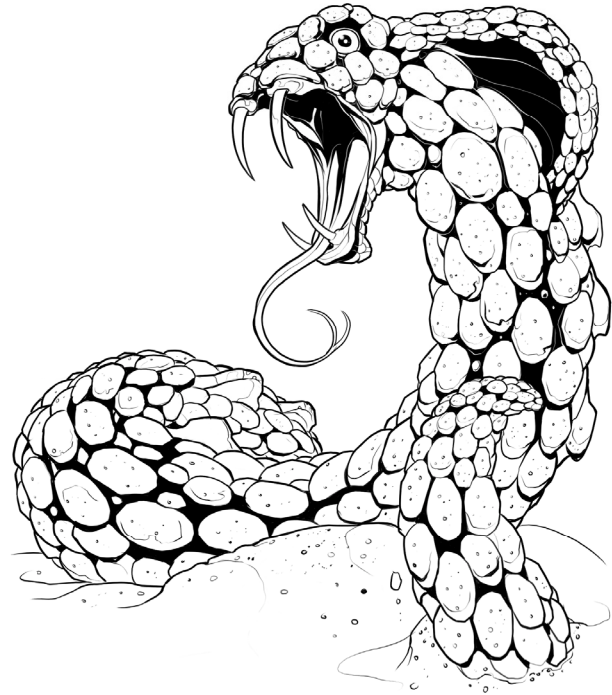
Sector Nothart

Some iguani keep sand cobras as pets. Most newborns bred for this purpose have their venom sacks removed. This stunts their growth and makes them easier to train. Particularly bold iguani keep sand cobras that still possess their venom sacks.

Desert worlds of Catalena and Zasparan III are home to a sizable population of sand cobras. Supposedly the Fire Sand Guard on Catalena train sand cobras for their military operations. The wildest rumor about the Guard involves their leader riding into a battle inside the mouth of one of these creatures.

Size	Str	Dex	End	Int	Inst	Pack	Melee	Stealth	Armor	Attack	Movement
Tiny	1	5	2	6	4	10	0	2	1	-2 (1) (Venom)	3 meters
Small	4	6	5	7	5	8	1	2	2	0 (1d6) (Venom)	6 meters
Med	10	9	14	6	4	5	2	1	3	3 (1d6+1) (Grapple)	9 meters
Large	18	10	16	5	4	2	3	0	4	7 (2d6) (Grapple)	12 meters
Huge	22	4	20	5	3	1	3	0	4	8 (3d6+1) (Grapple)	15 meters

Additional Skills: Athletics 1, Recon 2, Survival 1

Venom: Tiny and small sand cobras inject a venom into those they bite. Sand cobra venom does 1d6 Int damage if the affected target fails an End check (-2 DM).

Grapple: Medium, large and huge sand cobras may make a free grapple attempt upon a successful bite.

Spiders

Description

Ranging from the tiniest of creatures to those as large as humans, spiders come in a wide variety of sizes and colors. Several have distinctive spots or designs on their bodies. They possess eight legs, a poisonous bite and compound eyes on their head. Many spiders create webs to capture and hold their prey in place while they scurry close to feed.

Combat Tactics

All spiders are aggressive predators that use their poisonous bites to subdue or kill prey. They prefer to surprise their prey and repeatedly bite until either they have eaten enough, are driven off or have made their target helpless.

Spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap their prey in their web. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.

Ecology and Habitat

Universally, spiders prefer dark places with little wind or sound vibrations. Apart from that they differ greatly between individual species. Some prefer dank caves, others prefer corners in homes, while other still prefer grass lands. Wherever there is life, there are spiders. Even though spiders are more common and larger in warmer climates, they still populate colder environments.

Sector Nothart

When the iguani opened the sleeper ships, they did not know they were getting these eight legged stowaways as well. Unfortunately, these annoyances adapted to fit various environments; now there is not a single inhabitable planet in the entire sector without a few different species of spiders on them. The furbar colony of Granthia V regularly hires groups to kill as many as possible.

Name	Size	Str	Dex	End	Int	Inst	Pack	Web Diff	Melee	Attack	Venom DM	Venom Damage
Crab	Small	3	7	5	9	8	1	N/A	2	+1 (1d6)	-4	1d6
Dream	Tiny	1	3	1	7	8	3	5+	4	+2 (1)	-2	1d6 Int/Edu
Funnel	Small	3	9	4	5	3	1	6+	3	+2 (1d6+1)	-4	3d6
Gold Orb	Tiny	2	5	2	6	7	2	6+	2	+0 (1d6-2)	-4	2d6 Dex
Goliath Maneater	Medium	12	16	10	7	6	2	N/A	1	+3 (2d6+1)	-2	Paralysed
Jumping	Small	8	9	7	10	9	1	N/A	2	+2 (1d6)	-2	1d3
Ridmin	Medium	15	9	8	11	10	1	9+	2	+5 (2d6)	-2	-2 DM to all actions
Wander	Small	4	11	3	8	5	3	N/A	2	+1 (1d6)	-6	3d6+2
Wolf	Tiny	1	4	1	8	7	4	5+	3	+1 (1)	-2	1d6 Str

Additional Skills: Athletics 3, Survival 2   **Armor**: 0 (tiny), 1 (small), 2 (medium)

Attack. Spiders inject their venom upon a successful attack.

Web Diff: The difficulty of a Strength check to break free from the web. Hunters, even those that live in web lair, have a N/A for the Web Diff.

Movement per Round: 1.5 m (tiny), 6 m (small), 15 m (medium), Jumping spider jumps twice their movement.

Spiked Scorpion

Combat Tactics

Their thick armored shell makes them slow moving for their size. To compensate for this, they track their prey under the cover of darkness or lie in wait around oases or other bodies of fresh water. Spiked scorpions grab and crush their prey with their claws. Once held fast, they sting their prey with their venomous tail until dead.

The spikes on their armor ward off predators. Their predators first need to get past their exterior before they can enjoy this tasty meal. Few choose to attack a creature when they know they will be hurt in the process.

Ecology and Habitat

Spiked scorpions tend to be found in either rocky or sandy locations. Native to certain mountainous regions, they use sudden corners and hidden crevices to aid them in their hunt. Sandy regions allow golden colored spiked scorpions to blend in with their surroundings.

Sector Nothart

The large puurstarian colony and regional command base on Kaarowina existed for three hundred years with only a handful of engagements with spiked scorpions. Attacks by these creatures increased over four hundred percent in the past year. The base commander ordered increases in local defenses, but safeguarding against this new threat draws resources away from patrolling the local shipping lanes and guarding the frontier. An investigation to uncover the cause of the spiked scorpions' actions began a week ago, but the team met with an accident. If any races in the sector encountered similar troubles, word has not spread far.

Description

A slow and powerful hunter, the spiked scorpion grabs a hold of any prey that make the mistake of getting to close. Possessing a thick armored shell covered with spikes, very little of its soft interior peaks through the brown or gold spiny covering. Its tail ends in a razor sharp, poisonous tip, striking anyone the spiked scorpion holds within its clutches. Even though it breaths air, it hunts on both land and in shallow waters.

Size	Str	Dex	End	Int	Inst	Pack	Movement	Melee	Armor	Attack:	Attack:	Venom	Venom
Tiny	1	3	2	10	8	4	3 m	1	1	-1 (1d6)	-1 (1d3-1)	-6	3d6-1
Small	2	7	8	12	7	3	4.5 m	2	2	+0 (1d6+1)	+0 (1d3)	-4	2d6
Medium	7	9	15	13	9	2	4.5 m	2	3	+2(1d6+1)	+2 (1d3)	-2	1d6+1
Large	12	8	23	15	8	2	3 m	3	5	+5 (2d6+1)	+5 (1d6)	-0	2

Additional Skills Recon 3, Stealth 1, Survival 2.

Spiked Armor All successful attacks with natural weapons used against a spiked scorpion inflict damage equal to a tail attack without the venom. Only natural or subdermal armor can reduce this damage.

Claw Grapple Successful claw attacks against a targets allows the spiked scorpion to make a free grapple attempt against its prey. Tail attacks receive a +2 DM bonus against grappled foes.

Tail Attacks Successful tail attacks inject the spiked scorpion's venom into the prey.

Tarhhuf Riding Wolves

Description

These large hunters weigh in around 400 kg and stand as tall as a horse; their pack alphas routinely coming close to 600 kg. Brandishing razor sharp teeth, tarhhuf riding wolves appear fierce and inspire a sense of dread in those they chase. Their remarkable nose allows them to track a scent trail three weeks old. They run at speeds approaching sixty kilometers per hour and typically do so for 100 kilometers without tiring.

Following an established hierarchy with a dominant alpha male and female breeding pair at their leaders, tarhhuves have a strong sense of pack identity borne through scent and a complex range of howls. This assists with their advanced hunting tactics these creatures remain famous for.

Combat Tactics

Tarhhuves pursue their prey relentlessly, wearing it down, picking off the weakest and slowest of the herd. When a creature from the prey-herd falls, the alpha male howls out a command, and a pack member falls back to finish it off. They repeat this until the pack kills their fill.

Primitives that tame these creatures ride them into battle. Their fierce fighting capabilities makes them an exceptional mount and equally capable scout to pursue fleeing enemies. Even without technological innovations, primitives riding tarhhuf riding wolves represent a difficult competitor.

Ecology and Habitat

Tarhhuf habitats include tundra and steppe environments. These possess a thicker fur coat than their pine forests and open terrain cousins. These appears to be their only measurable difference between these breeds. Despite subsisting off other wild animals, they occasional raid settlements. They attack most frequently during harsh winter times when the food supply proves scarce.

Tarhhuf packs roam across wide territories, but they tend to lair in large holes or caves. Tarhhuf alpha females, in particular, lair during their seven month pregnancy while they tend to their litters of cubs. Mothers imprint the pack's scent over the first month of the cub's life. Un-imprinted cubs taken from lairs and raised in captivity, learn the scent of the being raising them. Those raising the cubs become their alpha for life.

Sector Nothart

A primitive race called the tarhhari has domesticated tarhhuf, turning them into a combination of beasts of burden and sheepdogs. The tarhhari ride their tarhhuf steeds in pursuit of the domesticated solpoon herds the herdsmen manage. Tarhhari also ride their tarhhuf into war, where they make a formidable cavalry force.

The tarhhari also sell the tarhhuf to furbar traders. These domesticated creatures represent the ideal pets for members of certain furbar religions that desire to believe closer ties with their animalistic roots is what their gods demand of them.

Type	Str	Dex	End	Int	Inst	Pack	Melee	Stealth	Tactics	Armor	Attack:	Attack:
Pack Member	12	10	14	4	9	6	2	2	-	2	+4 (2d6)	+4(2d6+1)
Pack Alpha	17	14	15	7	11	10	3	3	1	3	+6 (2d6)	+6 (2d6+1)

Additional Skills: Athletics (endurance) 2, Survival 4

Two-Headed Golden Garheen

Description

This two-headed herbivore possesses an elongated bifurcated muscular neck and stands an average of five meters tall. Like all mammalians, garheen suckle their young. Most curious of these creatures, they possess a single brain between the two heads and it rests at the top of the chest area, just below where the necks meet each other.

Garheens gain their name from the sleek, lustrous golden fur which covers their whole bodies except its underside. This thick fur is both a status symbol in the herd males and an armor against attacks. Male herd alphas have a ring of dense fur mane around the shoulders at the base of the neck; females do not posses this shoulder style mane. Because their underside lacks fur, the garheen are most vulnerable to attack from beneath.

Combat Tactics

With two sets of eyes, one head can do the grazing whilst the other remains aloft, watching for predators. With an entire herd grazing and simultaneously alert, very few predators can ambush them.

Like other herbivores, garheen remain docile and difficult to anger. When threatened, however, these creatures are by no means defenseless. Garheen attack by charging, trampling and clubbing a predator with one or both necks. Males tend to stay close to their young while females charge forward, showing no fear of whatever presents itself or whatever fate may befall them.

Ecology and Habitat

Golden garheen are migratory herd beasts, following the rains and the moving growing seasons. With some thinner furred variations have occasionally been encountered near deserts, rain forests and other hot climates, two-headed golden garheen herds mainly stay close to savannahs, marches and forested regions.

Sector Nothart

Evidence gathered from study of the garheen suggests that they may be borderline sentient. Garheen exhibit signs of self-awareness in tests, and they mourn their own, stopping at the spot where a herd alpha died a year before.

Hunting for garheen pelts is a sport among puurstarians. The tradition involves attacking up close with primitive weapons, surprising the garheen. A hunter who can surprise a garheen is stealthy indeed. Hunting garheen in puurstarian territory from aircraft with long range seeker bullets remains illegal. That does not stop a large underground market of garheen pelts and for sale to human space travelers. Used mostly for warmth, they also double as rugged armor. Wearing a garheen coat on civilized puurstarian worlds tends to get the human looked down upon or alienated.
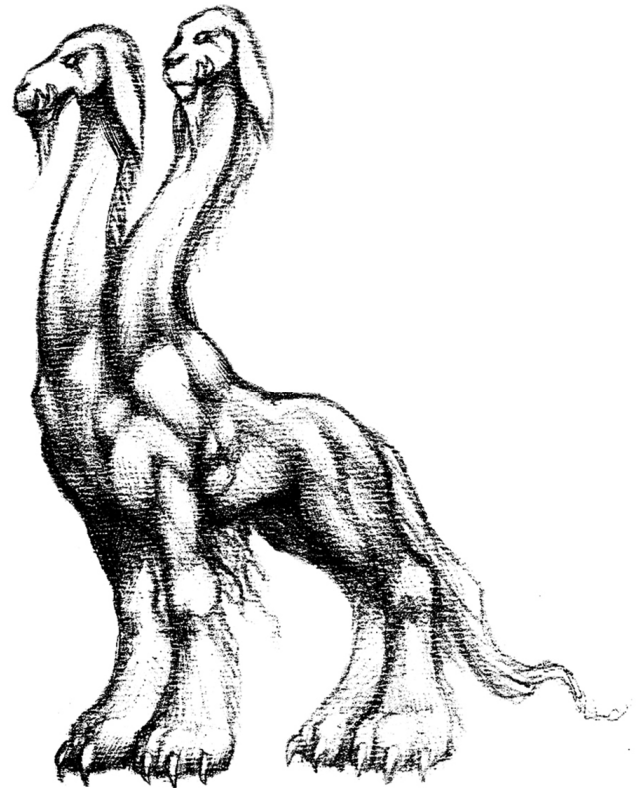
Gender	Str	Dex	End	Int	Inst	Pack	Melee	Armor	Attack: Claw	Attack: Head Club	Attack: Trample
Male	16	4	25	5	6	11	2	6	+5(2d6-1)	+4 (2d6)	+1 (3d6+1)
Female	23	6	19	5	5	10	3	6	+6 (3d6-1)	+5 (3d6)	+2 (4d6+1)

Additional Skills: Athletics (strength) 1, Recon 4, Survival 2   **Size** Huge

Initiative Two headed golden garheen receive a +2 DM to initiative checks.

Very Difficult to Surprise Surprising a garheen is not an easy operation. All Stealth skill checks receive a –4DM. Additionally, all ambushes receive a –4DM to their initiative.

Appendix I: Mundane Animals from Earth

Type	Str	Dex	End	Int	Instinct	Pack	Habitat	Weight (kg)
Aligator	9	7	13	1	3	4	Marsh	370
Large, Armor 2, Athletics (strength) 2, Melee (natural) 3, Stealth 2, Survival 2							3 meters/round, swim 6 m	
Bite	2d6+1	Claw	1d6+2		Number Encountered		1d3	
Aligator (Giant)	14	6	18	1	2	2	Marsh	750
Huge, Armor 3, Athletics (strength) 2, Melee (natural) 3, Stealth 2, Survival 2							3 meters/round, swim 6 m	
Bite	2d6+1	Claw	1d6+2		Number Encountered		1	
Black Bear	11	10	8	2	5	4	Mountains	150
Athletics (strength) 1, Melee (natural) 3, Recon 1, Stealth 0, Survival 2							6 meters/round	
Claw	2d6	Bite	1d6+1		Number Encountered		1d6-1	
Eagle (Giant)	7	10	7	2	6	5	Mountains	30
Athletics (flying) 3, Melee (natural) 1, Recon 3, Stealth 2, Survival 2							fly 15 meters/round	
Claw	1d6+2				Number Encountered		1d3	
Elephant	27	4	24	2	6	9	Plains	5000
Huge, Armor 2, Athletics (endurance) 3, Melee (natural) 1, Recon 1, Survival 3							9 meters/round	
Trample	4d6	Tusk	3d6-2		Number Encountered		3d6	
Horse	12	8	15	2	4	10	Plains	450
Large, Athletics (endurance) 1, Melee (natural) 1, Recon 0, Survival 3							9 meters/round	
Trample	2d6+2	Bite	1d6-1		Number Encountered		2d6	
Lion	16	11	12	2	5	9	Plains	180
Large, Athletics (strength) 2, Melee (natural) 2, Recon 1, Survival 2							9 meters/round	
Claw	2d6+1	Bite	1d6+2		Number Encountered		4d6	
Monkey	3	9	4	3	10	8	Jungle	13
Small, Athletics (co-ordination) 3, Melee (natural) 2, Recon 1, Stealth 1, Survival 2							6 meters/round	
Claw	1d6-1	Throw	1d3		Number Encountered		3d6	
Shark	19	6	13	2	8	3	Aquatic	500
Large, Armor 1, Athletics (swim) 3, Melee (natural) 2, Recon 4, Stealth 2, Survival 1							swim 6 meters/round	
Claw	2d6	Bite	1d6+1		Number Encountered			
Tyrannosaurus (Adult)	22	3	19	1	2	2	Forest	3000
Huge, Armor 4, Athletics (strength) 4, Melee (natural) 2, Recon 0, Survival 1							12 meters/round	
Claw	3d6+1	Bite	3d6		Number Encountered		1d3-1	
Tyrannosaurus (Elder)	26	3	24	1	1	2	Forest	6000
Huge, Armor 5, Athletics (strength) 4, Melee (natural) 2, Recon 0, Survival 2							12 meters/round	
Claw	3d6+2	Bite	3d6		Number Encountered		1	
Tyrannosaurus (Young)	17	8	14	1	3	3	Forest	900
Large, Armor 3, Athletics (strength) 3, Melee (natural) 2, Recon 1, Survival 2							9 meters/round	
Claw	2d6+1	Bite	2d6		Number Encountered		2d6-1	

Appendix II: Diseases

Name	DM	Damage	Interval	Symptoms	Name	DM	Damage	Interval	Symptoms
Bear Fever	-2	1d6 End	2d6 hours	Violence	Mindfire	-3	1d3+1 Psi	1d6-1 days	Tingling Mind
Black Plague	-6	2d6+2 End	2d6 hours	Black Spots	Mountain Flu	-1	1d6 Dex	2d6 days	Sluggishness
Cholera	-5	3d6-2 End	1d6 hours	Water Loss	Night Ice	-4	2d6+1 End	1d3 days	Cold Chills
Cold	+2	1d3 End	1d6 days	Cough	Opra Pox	+2	2d6-1 End	1d6+2 days	Lathargic
Diga's Fever	-2	2d6 Int	1d3 weeks	Slow Mind	Paskrin Bite	+2	1d3 Str	1d6 hours	Weakness
Draphae	-6	2d6 End	1d3 hours	Race Specific	Pigeon Flu	-4	3d6+1 End	2d6+3 days	Sweating
Ebolavirus	-4	2d6 Str	3d6 hours	Blood Loss	Red Fever	-6	4d6 End	1d6 days	High Fever
Filth Fever	-1	1d3+1 End	1d3+1 days	Nausia	Runny Nose	+2	1 End	1d3 days	Runny Nose
Grey Flu	-1	1d6+1 End	1d6+3 days	Pale Skin	Shakes	+0	1d6+2 Dex	1d3 days	Clumsiness
Heat Blisters	-3	2d6-3 Dex	1d6 days	Painful Blisters	Sleepers Dis.	-2	2d6+1 End	1d6+1 days	Exhaustion
Immune Dif.	-8	1d3 End	2d6 months	Get Sicker	Small Pox	-5	2d6+4 End	3d6 days	Fever, Rash
Influenza	-1	1d6+1 End	1d6+2 days	Cough, Fever	Spotted Pox	-2	1d6+1 End	3d6 days	Spots
Leprosy	-6	1d6 Soc	1d6 weeks	Numbness	Ulsa's Dis.	-3	2d6+2 Edu	2d6 days	Forgetfulness
Lip Fungus	+0	1d3 Soc	1d3 days	Growth on Lip	Yellow Rash	-4	1d3 End	1d3 days	Itchiness
Malaria	-2	3d6 End	1d6 weeks	Fever, Nausia	Ziphany Flu	-4	1d3 Int	1d3+1 days	Confusion

Appendix III: Poisons

Poison	DM	Damage
Black Shadow	-3	Pain, cannot take Significiant Actions
Blue Psion	-4	2d6 Psi
Brilliant Lavender	-2	2d6-2 End, 1d3 Soc
Brown Stalker	-2	1d6 Dex
Cobra	-2	2d6 End, 1d6 Int
Coral	-4	1d6+2 Str, 2d6 End
Fermium Fallout	-5	3d6+1 End
Lead	-4	1d6 End, 1d6 Edu
Ridman's	-3	Pain in joints, All physical checks are at -2 DM
Sagross Pit Venom	-1	1d6-2 Str, 1d6+1 End
Sand	-2	2d6 End
Treebecker	-1	Blindness if End check is failed
Ursa Minor	-1	1d6 End
Yellow Behemith	+0	1d3 End

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